

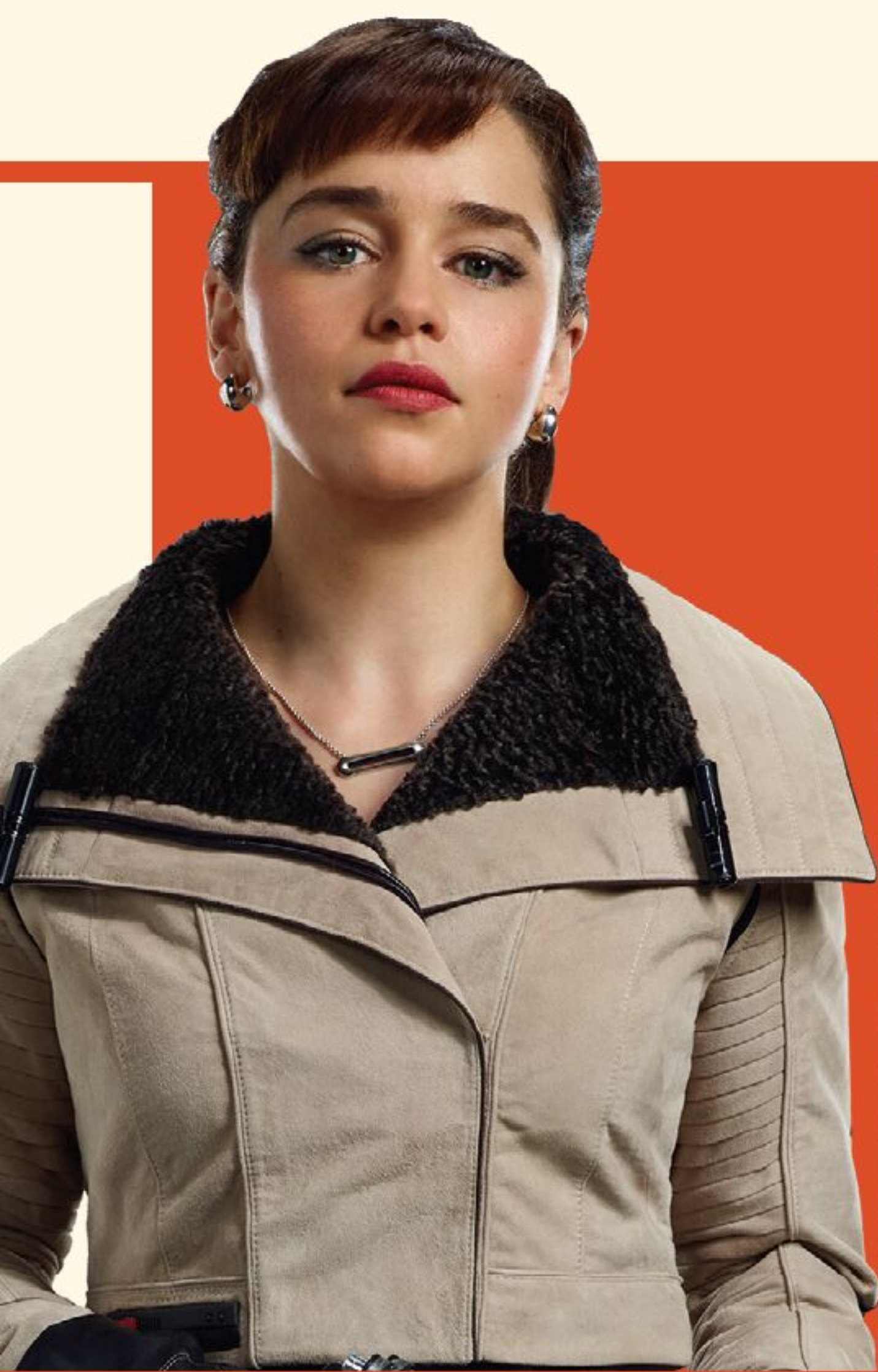
SOLO

A STAR WARS STORY™



One
Fast Ship

THE MILLENNIUM
FALCON



Meet Qi'ra

WOMAN
OF MYSTERY

Spotlight On

CONCEPT ART
AND COSTUMES

The Official Movie Guide

**HAN
BECOMES
SOLO**

SOLO

A STAR WARS STORY™

THE OFFICIAL MOVIE GUIDE

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WHEN FREEDOM IS GONE

The Republic has stood for a thousand years, preserving peace and prosperity across the vast and diverse galaxy. Systems and planets traded with each other, and freedom was achievable for everyone. Until the Clone Wars led to the birth of an evil, dark Empire.

Planet Coruscant, center of everything, capital of the Republic and home to the Galactic Senate. Heart of the galaxy. A world city where legislators, Jedi, ordinary citizens and criminals of all species coexist. Supreme Chancellor Palpatine, a respected member of that same senate, is one of them. To everyone, he's a consummate leader, a wise and trustworthy

politician above suspicion. But in secret, Palpatine plots. Driven by insatiable ambition, in possession of a power far beyond anything seen before, he aims to rule the universe. Following his plan, dark agents lead thousands of solar systems against the Republic, threatening peace and stability, instilling fear among the senators. Many believe in a diplomatic solution, but many more think

The Grand Army of the Republic engages the Separatist army in battle, taking control of planet Geonosis.



Addressing the members of the Senate, Palpatine announces the end of the war. The Separatists have been defeated, but the galaxy still needs security and stability, he claims. To ensure them, the Republic will be reorganized into the first Galactic Empire.



that war is the only option. Given emergency powers, Palpatine is appointed Supreme Chancellor, one step closer to obtaining what he desires.

A large clone army, mysteriously created on planet Kamino, is at Palpatine's disposal. And he has no hesitation in deploying it against the Separatist droid army on the desert planet Geonosis. This is the

first battle, the first victory for the Republic. And the beginning of the Clone Wars. While the conflict rages across the galaxy, one by one Palpatine's opponents and enemies, anyone who could pose a threat to his position, are removed. Years later, with no one to protect it, the Republic inevitably dies—reorganized into the Galactic Empire. In this new, inflexible political structure,

no room is left for freedom of thought or expression.

Everyone is following an order and all orders are given in the name of one person: the Emperor. Once known as Chancellor Palpatine, he is now feared and dreaded throughout the galaxy, surrounding himself with obedient servants and those who serve him with unquestioning loyalty.



The Supreme Chancellor becomes the Emperor.



IN THE SHADOW OF THE **EMPIRE**


Slowly but surely, every planet falls under the control of the Empire. Citizens become subjects, rebels become slaves and resources are taken from their rightful owners to power the Imperial military machine. Fighters and starships are built in endless numbers to ensure dominance of all worlds across the galaxy.

Just like many others, Corellia, a cramped planet known for its shipbuilding factories, has lost its freedom. Under-construction warships darken its narrow streets, armed stormtroopers maintain order by force, and crime flourishes. Criminal gangs operate in the alleys and hide in the sewers under the city warehouses and shipyards. They steal, they trade, and they survive.

Gangs like the White Worms. These aliens have pale, sensitive skin that must be carefully protected from daylight, so they rarely leave their underworld. But others work for them, venturing above the surface. The scumrats. Young street girls and boys who live in the White Worms' underground den, sleep in dark tunnels, move through filthy pipes. Never questioning orders,

the scumrats carry out dangerous tasks for their overlords in exchange for food portions. But the treasure they smuggle, the money they make is not their own.

Everything is for the boss of the White Worms: Lady Proxima. In exchange for her love, Proxima demands total obedience and loyalty from her children.



On the left: Lady Proxima, Han's boss, in her underground lair.


On the right: One of the shipyards of Corellia, where Imperial ships are being built.

She is not inclined to forgive a failure. Just like Moloch, one of her most important lieutenants. Moloch wears a special mask that protects his skin and uses his long staff to punish the scumrats who disobey or disappoint Proxima, usually with the help of Rebolt, one of the worst thugs among the ranks of the gang.

When one of the scumrats, young Han, loses Proxima's money and vials of coaxium—a most valuable hyperspace fuel—Proxima is deeply disappointed in him. Han must be executed to give everyone else a lesson. If it didn't use his quick wits, he would be killed. With a rock disguised to look like a grenade,

a broken window, and the sunlight invading Proxima's dark lair, Han escapes the White Worm den, together with Qi'ra, his only friend among the scumrats. Their dream is to leave Corellia, get their own ship and go anywhere they want. A dream that cannot be.

At the Coronet spaceport, where authorized emigrants board massive star liners departing for other worlds, the two get separated. Qi'ra is left behind, Han is left alone. He must leave, but he must leave without her. And the only way this can possibly work is through a recruitment office. Han Solo must join the Empire. So is this his future?



On the right: Han as a young scumrat.

On the left: Moloch wearing his special mask. This equipment allows him to breathe Corellia's dirty air and also protects his skin from the light.

ALIVE AMONG THE

From the streets of Corellia to the trenches of a planet called Mimban, Han Solo never forgets what he wants: to become a pilot, get a ship and explore the galaxy, and find Qi'ra. But to make this dream come true, Han must learn how to tell friends from enemies.



HE GREW UP IN THE STREETS OF CORELLIA, LEARNING TO SURVIVE AT ALL COSTS. HE CONSIDERS HIMSELF AN OUTLAW, BUT HE IS MUCH MORE THAN THAT.

Han Solo, The Good Guy

As a matter of fact, Han Solo is already a great pilot, and a brave one too, but he is waiting for the chance to prove it. Kicked out of the Imperial flight academy Han is reassigned to the infantry. He is therefore transferred to Mimban, a muddy world where the Empire is fighting the local forces. It's an invasion, a hostile act, even if Han's superiors claim they are bringing peace and prosperity to this world.

Not the future he was expecting, not the war he wanted to be in. So at the first opportunity, Solo deserts. The first opportunity being when he meets with Tobias Beckett and a crew of criminals disguised as mudtroopers, arrived on Mimban to commandeer an Imperial vehicle. But before Han can join them, and start a new career as a thief, he must find a way to escape the Imperial prison he's been locked in for desertion. And even more important, he must avoid being killed by the "Beast" he's chained to... the mighty Wookiee called Chewbacca!

**"I CAN HANDLE MYSELF.
I'M NOT THE KID YOU
KNEW ON CORELLIA,
NOT ANYMORE."**

HAN SOLO



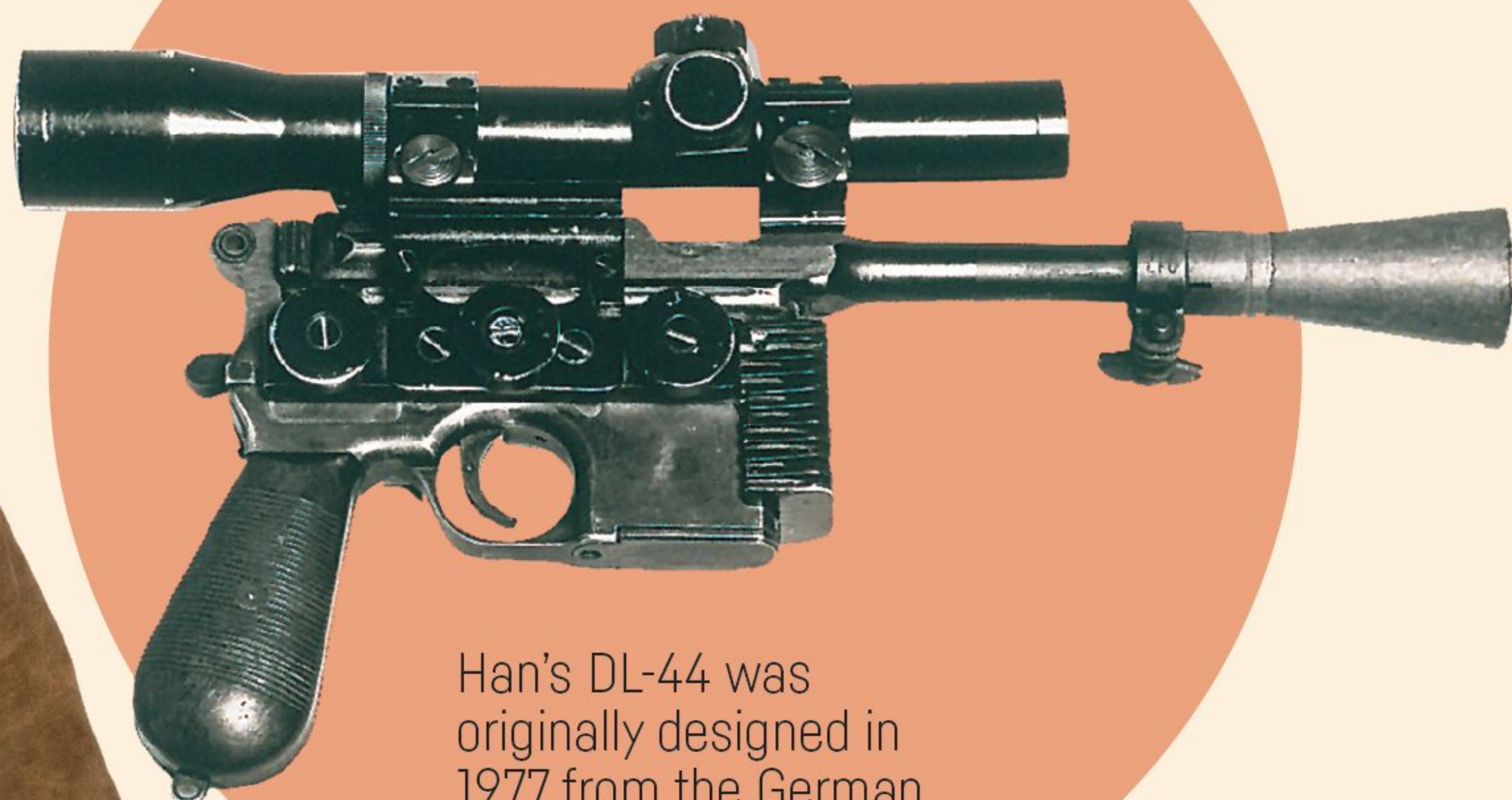
The trenches on planet Mimban, where Imperial mudtroopers get ready to launch their assaults.



The troops' tents at Imperial Forward Field Operations on Mimban. Here is where Han Solo asks Beckett and his crew to take him with them.



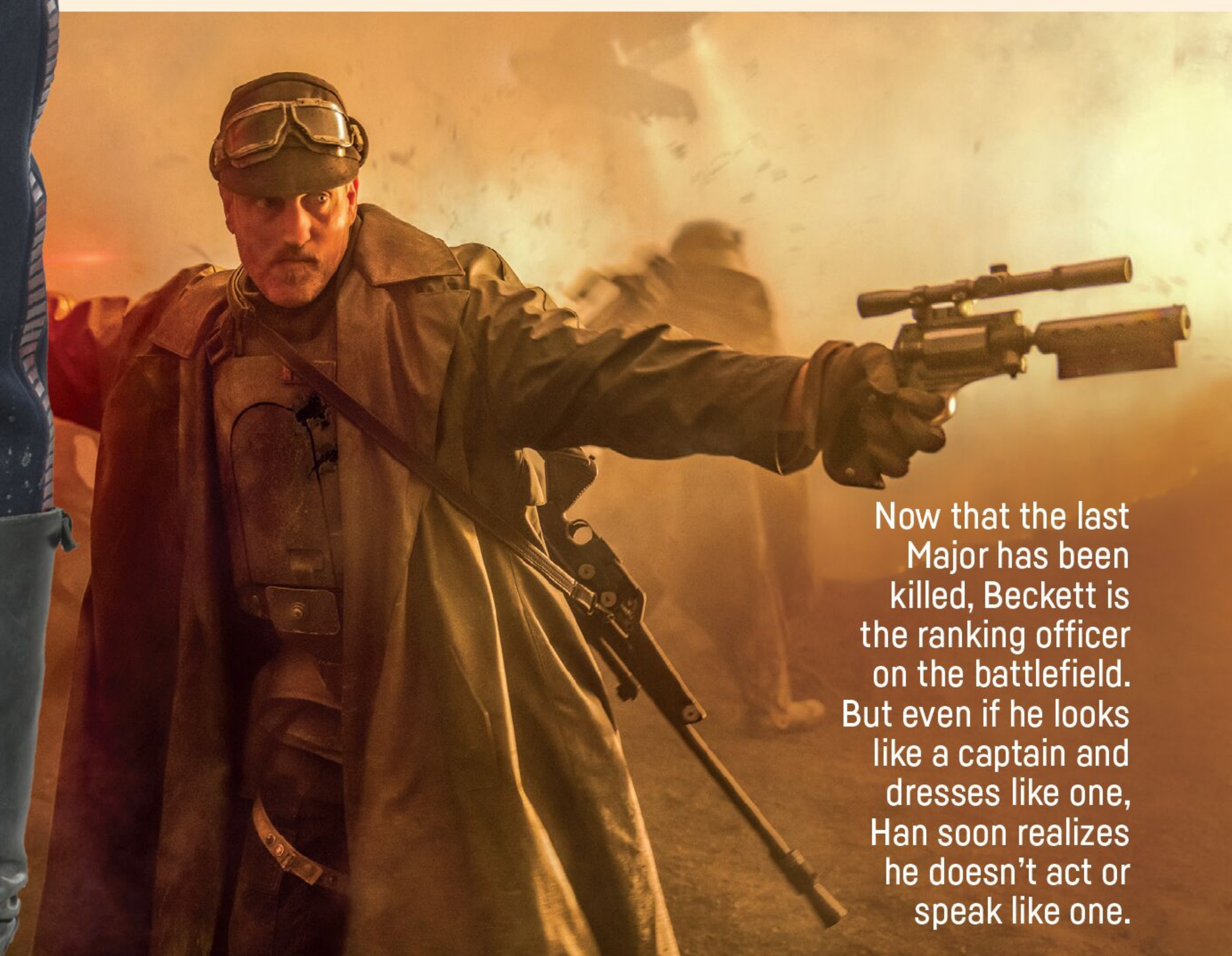
The usually clean, bright, white stormtrooper armor becomes soiled with mud on the Mimban battlefield.



Han's DL-44 was originally designed in 1977 from the German Mauser C96 pistol.

BEFORE THEY SHOOT YOU

Trained in the Imperial Academy, Han knows how to fire a blaster, but he's still not as great a gunslinger as Beckett—a real match for any stormtrooper or Crimson Dawn enforcer. When Han asks the criminal to teach him, Beckett gives him two things. His DL-44 blaster, which becomes Han's, and some advice: If he wants to live through the next day, he should shoot his enemies before his enemies shoot him.



Now that the last Major has been killed, Beckett is the ranking officer on the battlefield. But even if he looks like a captain and dresses like one, Han soon realizes he doesn't act or speak like one.



WHEN YOU HEAR THE GROWL OF AN ANGRY WOOKIEE, YOU BETTER RUN. BECAUSE THAT'S NEVER A GOOD SIGN. UNLESS YOU KNOW HOW TO EARN THEIR TRUST.

Chewie, the Wookiee



Chewbacca is much older than he looks and far less aggressive than people generally think. Well, he does tend to pull out the arms off his enemies and he is a great shot with a blaster. But he would never hurt his friends, and he always opposes injustice, especially of an Imperial nature. While looking for his people, scattered across the galaxy because of the Empire, Chewbacca gets captured and imprisoned. Since his captors cannot communicate with him—they don't even bother to try—they treat him like an animal and nickname him the 'Beast'.

When he finds himself locked in a prison cell, chained to a mudtrooper, Chewbacca follows his instincts and attacks the poor fellow. But he stops when he finds out that the mudtrooper, whose name is Han Solo, can speak his language, Shyriiwook, and that he has an escape plan. Chewbacca must decide whether to trust him or eat him. He chooses the former, and the two get out of prison. Learning to trust each other, they team up and join Beckett's crew. As Han soon finds out, Chewbacca is 190 years old (even if he doesn't look it) who knows how to fly a ship.

"HRROOOO!"

CHEWBACCA

Chewbacca was supposed to be sent back to his homeplanet, Kashyyyk, but the Imperials threw him in a pit for their own amusement.

When Chewbacca first meets Han Solo they are just cellmates who join forces to get free. There is every reason to believe that once they leave Mimban they would go opposite direction, alone. But something happens. The dynamic between them, the ability to understand each other just by a glance makes them realize they are more than mates who need each other. They are friends.



SHE HAS ALWAYS LIVED
BY THE RULES LADY
PROXIMA TAUGHT HER.
BUT SHE HAS ALSO IMAGINED
A DIFFERENT LIFE. A LIFE OF
ADVENTURE AND EXPLORING.

Qi'ra, the Old Friend

Qi'ra spent many hard years on Corellia, where she learned to steal, smuggle, and defend herself; she became a scumrat, just like many other kids, and served Lady Proxima, until the day Han messed up an important job. Han, her only friend. Han, much more than that. When Moloch, following Proxima's order, points his blaster at him, Qi'ra cannot help standing in the way. It's the first time one of the scumrats has disobeyed, the first time one of them has been willing to sacrifice herself for another. There's no turning back.

Later, when Qi'ra and Han reach the spaceport and are about to leave the planet, Moloch and Rebolt pull her away from him, taking her back to her old life and to a horrible punishment. When they meet again, years later, Han is part of Beckett's crew, and he's still looking for the ship that will give him the freedom he desires. Qi'ra now works for the Crimson Dawn—one of the most dangerous criminal organizations in the galaxy. She looks different and more confident. And she is Han's old friend no more.

**"YOU KNOW THE RULES:
THINGS GO BAD,
YOU RUN-FAST AS YOU CAN,
AS LONG AS YOU CAN, AND
YOU DON'T STOP OR TURN BACK
FOR ANYTHING OR ANYONE."**

QI'RA



Before they get separated, Han slips his lucky gold dice into Qi'ra's hand. He hopes the dice can help them leave Corellia together.





Qi'ra is surprised to see Han at Fort Ypso after so many years. She thought about him a lot, always imagining him off somewhere on some adventure. Han doesn't know how she has managed to move up within Crimson Dawn or how much that has changed her.



In the darkness of the White Worms den, Moloch doesn't need his mask. His scepter is much feared among the scumrats, as well as his authority.



Violent and aggressive, Rebolt is always ready to follow Moloch's orders, especially when he has the chance to beat younger members of the White Worms.



HE HAS BEEN A CRIMINAL FOR A LONG TIME. AND HE KNOWS THERE'S ONLY ONE WAY TO SURVIVE IN THE GAME: DON'T TRUST ANYONE.

Beckett, the Professional

Tobias Beckett and his crew have been hired by the Crimson Dawn. They must steal a load of Imperial coaxium, a most valuable hyperspace fuel, which will be transported across the snowy world of Vandor aboard a heavily armored conveyex train. Beckett's plan is simple: They reach Mimban and acquire Imperial uniforms to blend in; then, skirting the battle, they steal an AT-hauler, a transportation vehicle used to drop AT-ST walkers onto the battlefield. Aboard it, they fly to Vandor and identify their target.

Once the conveyex payload container is uncoupled, they pick it up with the hauler and deliver the coaxium to Crimson Dawn. Not too complicated; not too easy either. But on Mimban they meet Han Solo and Chewbacca. Trusting his instinct about people, something he often brags about, Beckett lets them join the crew. There's something in Han—his confidence, his daring, his eagerness—that reminds Tobias of himself, and pushes him to give the rookie a chance. That and he can always use extra help for this last heist, after which he can finally retire from crime.

**“ASSUME EVERYONE WILL
BETRAY YOU AND YOU’LL NEVER
BE DISAPPOINTED.”**

TOBIAS BECKETT

Tobias and Han on the cold world of Vandor. Beckett's plan is to hit the conveyex before it can reach the depository.



STEALING THE COAXIUM IS A HEIST ONLY A TEAM OF EXPERIENCED THIEVES CAN ACCOMPLISH. BECKETT CAN COUNT ON SOME OF THE BEST.

Val and Rio, the Partners

Val is the only member of the crew whom Beckett trusts, and the woman he wants to spend his retirement days with (learning how to play a musical instrument she was named after, the valachord). Tough and methodical, a real fighter and an explosives expert, Val doesn't like the idea of letting Han and Chewbacca be part of the plan. Putting everyone's lives in their hands could be a bad move.

A skilled pilot who can count on four blue arms (which he has to hide under his Imperial uniform when on Mimban), Rio is an Ardennian. A talker and a tough fighter, he is also the one who does all the cooking for the crew.

"YOU ALWAYS DO THIS. 'HEY I'M BECKETT, WANNA JOIN MY CREW? WE'LL TAKE ANYBODY, NO QUALIFICATIONS NEEDED.'"

VAL

"SO WHAT'S YOUR SOB STORY? YOU'RE AFTER SOMETHING. WHAT IS IT? REVENGE?"

RIO





Val, Beckett and Han watch their target, the conveyex train, from a peak of the Iridium mountains.



The conveyex armored train tilts, adjusting to the landscape, and Han is about to fall.



Val's job is to reach a bridge before the conveyex train reaches, plant explosives and leave before the Imperial viper droids monitoring the area detect her presence.



The conveyex
payload container
is a temperature-
controlled vault
filled with enough
vials of coaxium
to power a fleet.

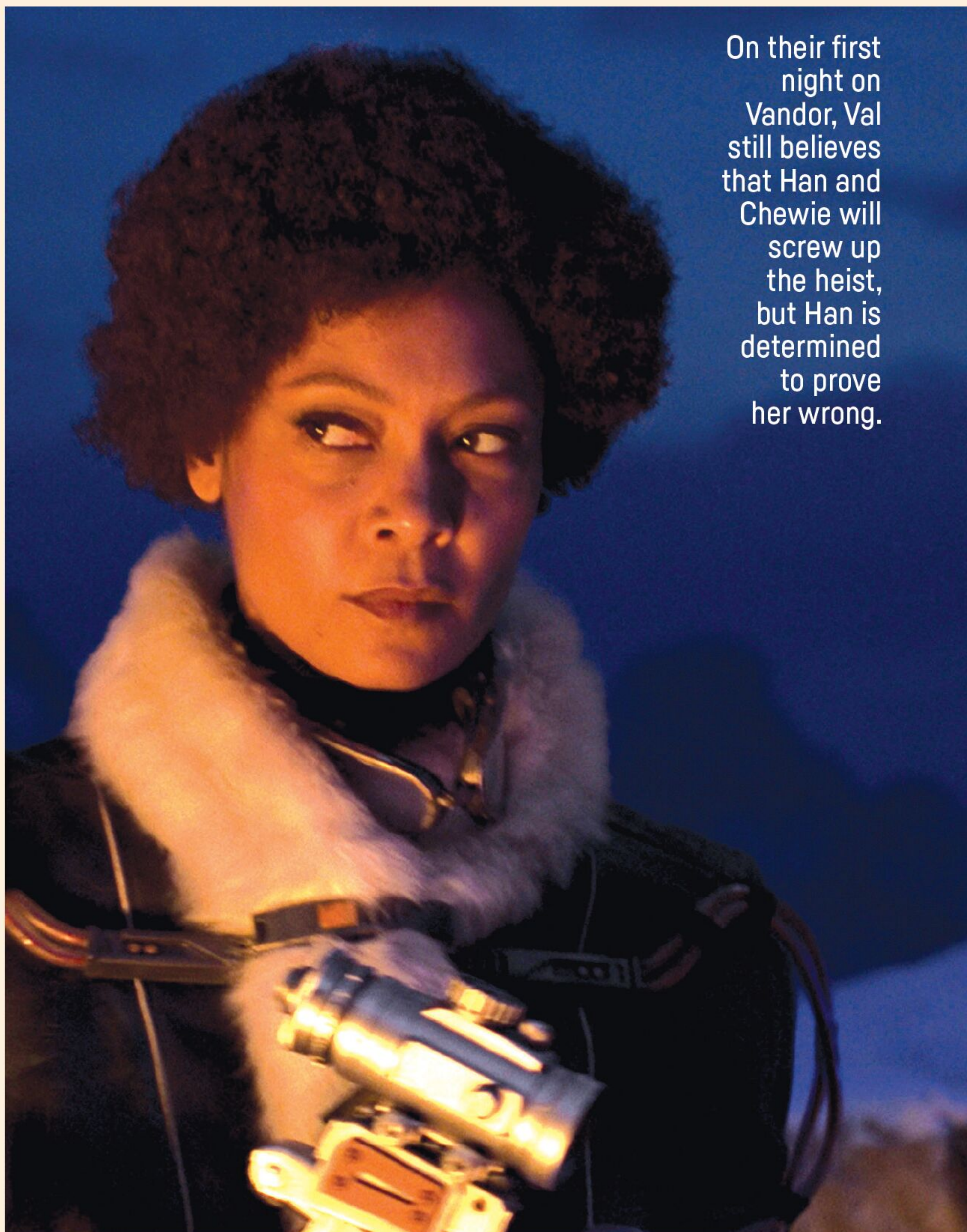




Han and Chewie aboard the conveyex armored train. Their job is to uncouple the payload container, but they can only do it together.



Han Solo wearing a fur jacket to keep warm on Vandor's snow-covered mountains.



On their first night on Vandor, Val still believes that Han and Chewie will screw up the heist, but Han is determined to prove her wrong.



IF ANYONE CAN THWART BECKETT'S PLAN, IT'S ENFYS NEST. LEADER OF THE CLOUD-RIDERS GANG, ENFYS NEST HAS BEEN A PAIN IN CRIMSON DAWN'S NECK FOR A LONG TIME.

Enfys Nest, the Vicious Foe

On the cold and remote planet Vandor, with an Imperial stronghold on the horizon, an armored conveyer roars across the landscape, holding valuable coaxium in one of its cars. Beckett, his crew, Han and Chewbacca are about to get their hands on the fuel when Enfys Nest and a band of marauders arrive, riding their fast swoops. They are armed, masked and ready to do whatever it takes to get the coaxium. Nobody knows who's hiding behind their masks, but it doesn't matter. They're a symbol, a sign everyone recognizes. These formidable fighters are the only enemy Val really fears, and rightly so. They are not going to give up until they get what they came for.

A fierce, cruel battle begins: Enfys Nest uses a long staff to hit opponents and slice Beckett's blaster in half. Furthermore, the shield devices on Enfys' arms open and deflect any attack. Taking this enemy down seems impossible. The battle ends with the destruction of the fuel. No one can have it now. Enfys Nest disappears, leaving Beckett and the others with empty hands. How are they going to explain their failure to Crimson Dawn?

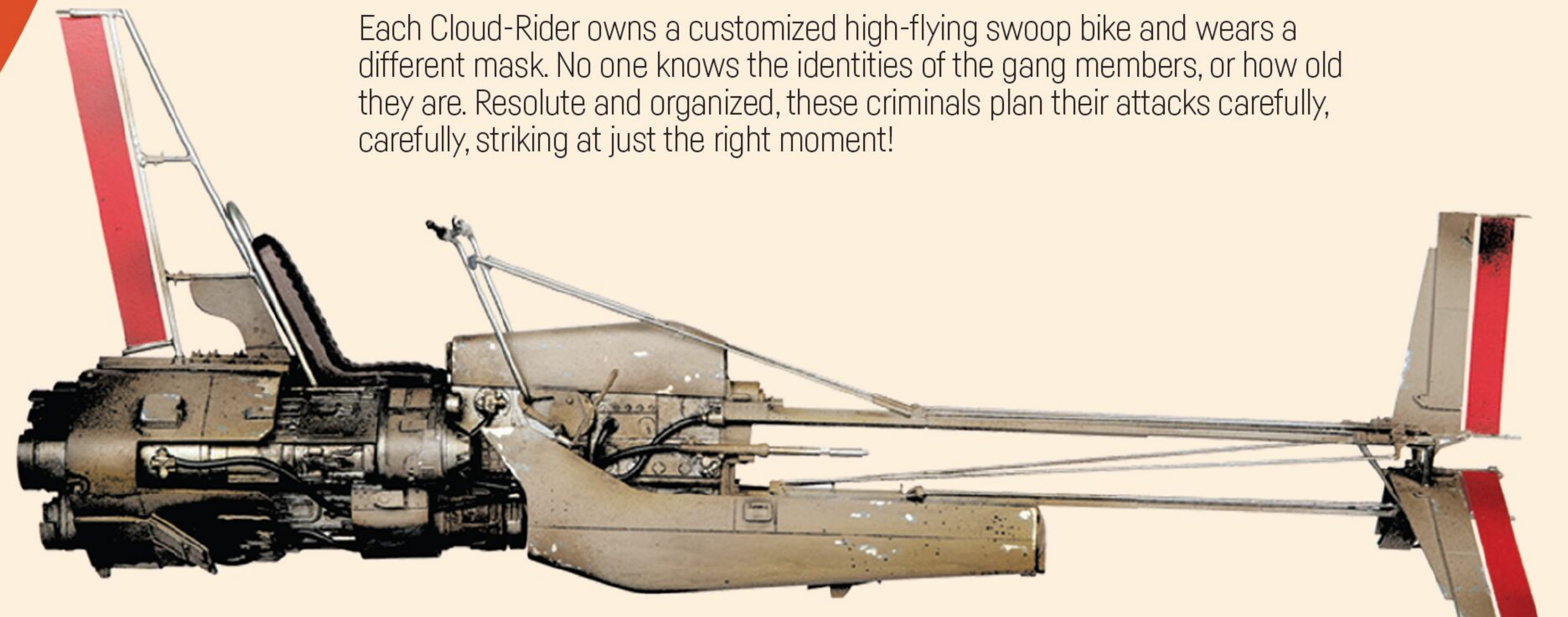
**"YOU MUST'VE KNOWN
YOU'D SEE ME AGAIN."**

ENFYS NEST







An armored conveyer travels along the single-beam track on Vandor, carrying something everyone wants: coaxium hypermatter!



Each Cloud-Rider owns a customized high-flying swoop bike and wears a different mask. No one knows the identities of the gang members, or how old they are. Resolute and organized, these criminals plan their attacks carefully, carefully, striking at just the right moment!



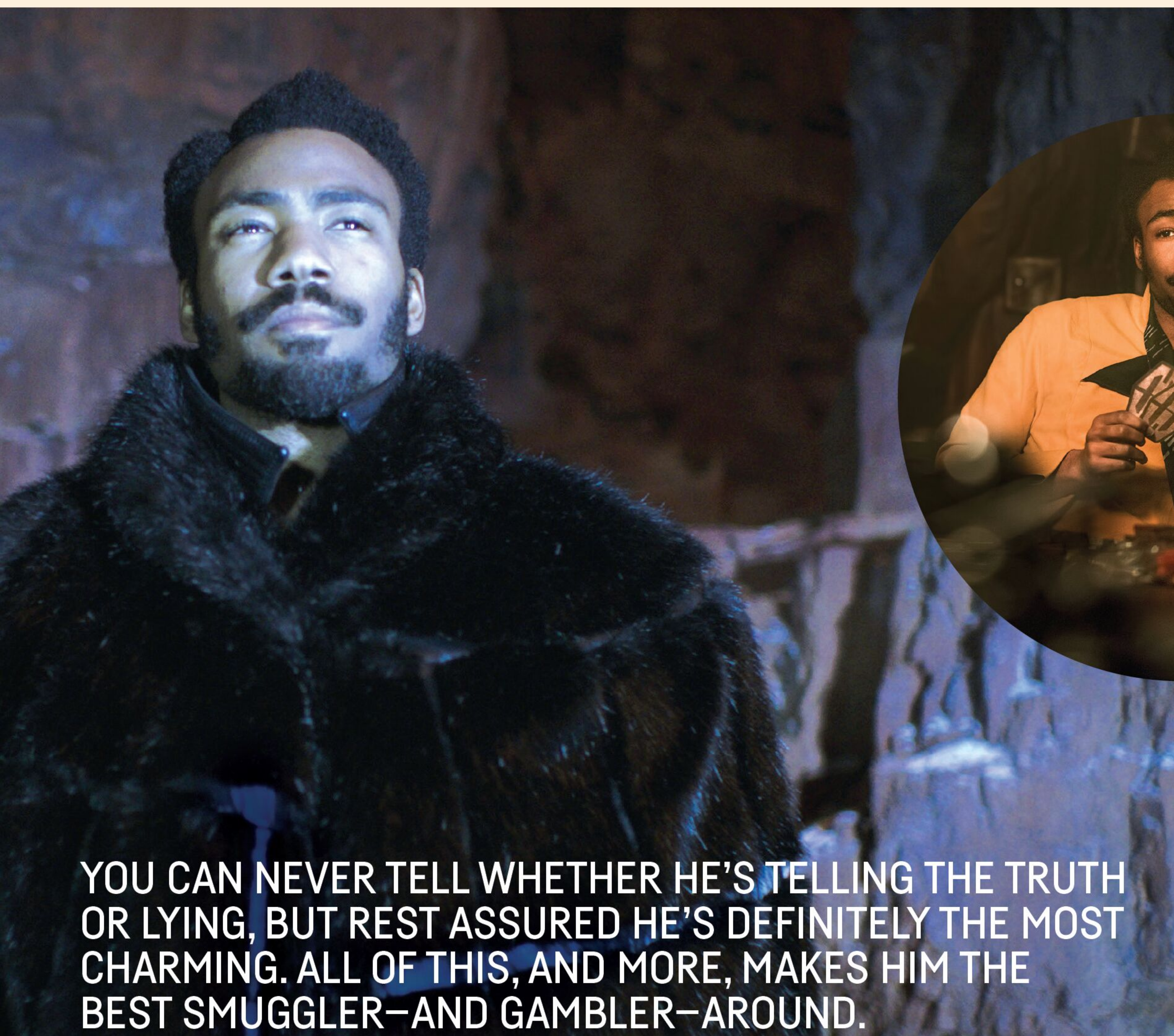
In constant contact with his boss, small Weazel is a key member of the Cloud-Riders' gang. Thanks to his size, he spies on the targets and informs Enfys Nest of their movements.



Rumor has it that Lando's retired to become a professional gambler, a full-time "sportsman" as he calls it. But when he finds out what Han Solo, Beckett and Qi'ra are planning to do he changes his mind. Once a smuggler, always a smuggler.



It isn't unusual to see Sabacc players of all species sitting at a table at the Lodge—a notorious meeting place in Fort Ypso on the planet Vandor. They can gamble anything, from credits to their beloved ships.



YOU CAN NEVER TELL WHETHER HE'S TELLING THE TRUTH OR LYING, BUT REST ASSURED HE'S DEFINITELY THE MOST CHARMING. ALL OF THIS, AND MORE, MAKES HIM THE BEST SMUGGLER—AND GAMBLER—AROUND.



Calrissian knows that he can win any Sabacc game he wants. Not just because he is very good, but because he always has a spare card hidden up his sleeve. Just in case.

Lando Calrissian, the Smuggler

The coaxium is lost. Crimson Dawn is ready to kill Beckett, Han and Chewbacca, and there's nothing Qi'ra can do to help her childhood friend avoid the consequences of his fiasco. Han proposes a new plan—steal unstable, unrefined coaxium from the spice mines of Kessel and take it to planet Savareen to be refined before it explodes—she can give him what he's missing. A very fast ship. The best one she's aware of, the *Millennium Falcon*, is owned by

Lando Calrissian—a well-known smuggler who has slipped away from the Empire countless times, and a stylish gambler who won his ship playing a card game called Sabacc. The *Falcon* is Lando's pride and joy. He'd never let anyone damage it. He'd never let Han Solo pilot it. But the prospect of earning a lot of money is a great temptation for someone who loves to wear the best clothes and look good in any situation, whether in a fight or during a daring escape.

“I'M TOO YOUNG AND TOO GOOD TO RETIRE.”

LANDO

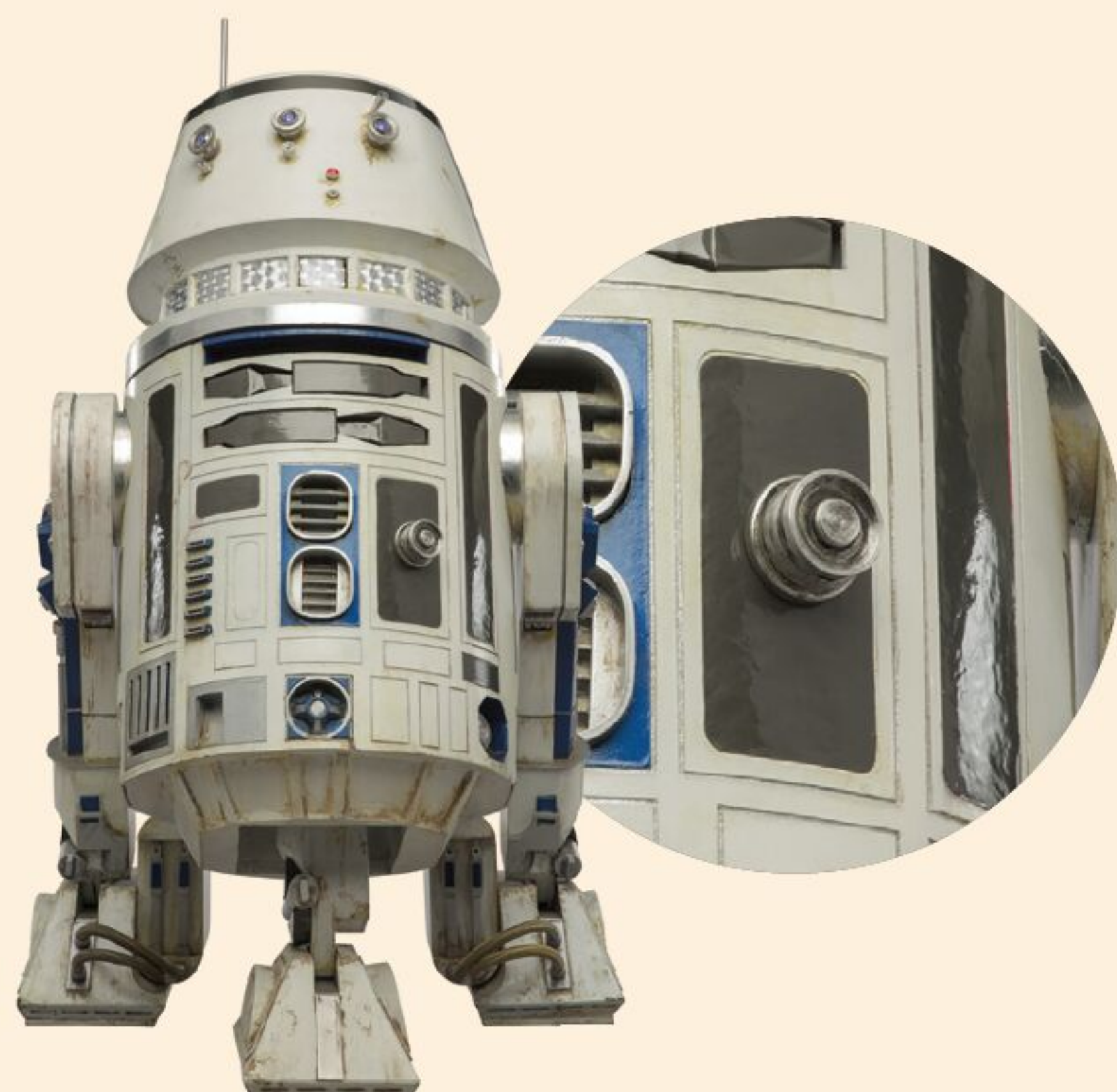
L3-37 is more than just a droid to Lando, she is a co-pilot, a mate and a friend. Having cobbled herself together from parts of other droids, L3 has a mind of her own and acts like any other living being in the galaxy.

SHE ALWAYS SPEAKS HER MIND AND NEVER DOES AS SHE'S TOLD UNLESS SHE WANTS TO. NOT THE COMMON, SUBMISSIVE DROID USUALLY SEEN AROUND THE GALAXY.

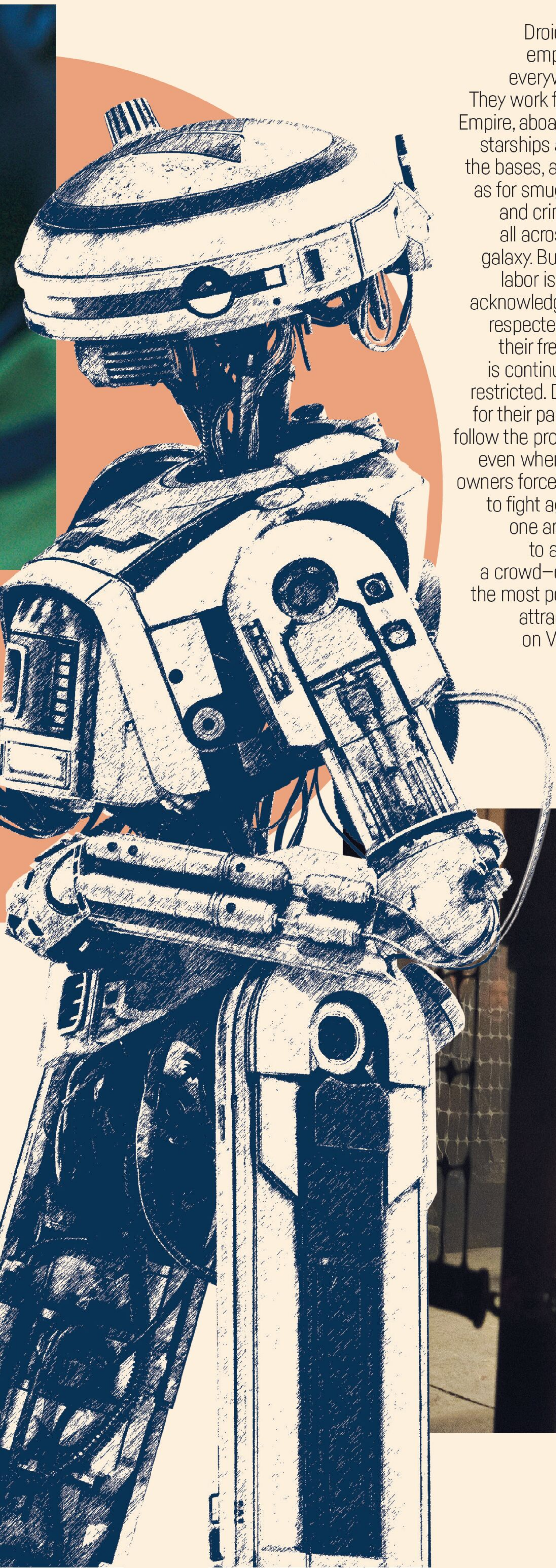
L3-37, *the Spirited Droid*

L3 believes droids shouldn't blindly follow their programming. It's their right to exercise free will, to react when mistreated by their owners, and to never be used for entertainment. An activist for her brothers and sisters' rights, navigational droid L3 works with Lando Calrissian by choice. They pilot the *Millennium Falcon* together, like captain and first mate. Even if she can be

a bit difficult, L3 is a valued asset to the team. As Lando always claims, she has the best navigational system in the galaxy and can calculate the route to any destination, even the most inaccessible ones. Like planet Kessel. Lando thinks that L3 needs a fresh coat of paint, to match the interior of his ship, but L3 always refuses. She likes the way she looks.



Restraining bolts, which limit free will and movements, are used by owners to force their droids to "cooperate." It comes as no surprise they are considered barbaric by L3-37.



Droids are employed everywhere. They work for the Empire, aboard the starships and in the bases, as well as for smugglers and criminals all across the galaxy. But their labor is rarely acknowledged or respected, and their freedom is continuously restricted. Droids, for their part, just follow the program: even when their owners force them to fight against one another to amuse a crowd—one of the most popular attractions on Vandor.



Droids in the Empire don't usually have access to weapons, and yet they are customized with weapons for the droid fights that take place inside the cage at the Lodge.

Beware the

CRIMINAL ORGANIZATIONS ARE AN ESSENTIAL PART OF THE EMPIRE. THEIR ACTIONS ARE OFTEN TOLERATED, IF NOT ENCOURAGED, BY THE AUTHORITIES, SINCE THEY BOTH BENEFIT FROM DOING BUSINESS TOGETHER. THERE ARE MANY ORGANIZATIONS, INCLUDING CRIMSON DAWN AND THE PYKE SYNDICATE, THAT ARE PARTICULARLY DANGEROUS.

Crimson Dawn

No one wants Crimson Dawn as an enemy. Its members, often sold to the syndicate as kids, are excellent warriors and assassins, trained to kill without hesitation. The temperamental and brutal Dryden Vos is one of their leaders. Dryden lives aboard a luxury star yacht, in a private study full of stolen treasures and creatures he collects (alive). Qi'ra is his second-in-command. Dryden trusts her more than anyone else and is confident she will never betray the organization.

"ONCE YOU'RE PART OF CRIMSON DAWN, YOU NEVER LEAVE."

DRYDEN VOS



Despite being an amazing fighter himself, Dryden is always surrounded by his private army of physically dominating enforcers. Fast, ruthless and armed with the best and most expensive weapons, Dryden's henchmen, who are from the Hylobon species, make sure any threat is immediately detected and eliminated.



Syndicates



The Pyke Syndicate

The Pyke Syndicate controls the mining colony of Kessel, with the full support of the Empire, which provides prisoners to be used as slaves. Humans, Wookiees and aliens of all kinds work in the dark mines under the watch of armed sentinels. Overseeing everything is the site administrator and representative of the Pyke Syndicate, Quay Tolsite. Quay's voice sounds horrible: a perfect reflection of his wicked soul.



Quay's keys, which he never loses sight of, can open any door on Kessel, including the thermal vault where all the unrefined coaxium is stored.

READY FOR THE **BATTLE**

Before the Empire, stormtroopers were clones created using the DNA of bounty hunter Jango Fett. When Emperor Palpatine came into power, their ranks were opened to humanoids who who wanted to enlist. Now, they are the most powerful army in the galaxy, a force to be afraid of.



Stormtroopers are deployed on many planets throughout the galaxy, to crush any rebel insurgency and instill fear through the local populace.

To leave Corellia Han Solo is forced to join the Imperial military. It's the only way to avoid getting arrested by the stormtroopers at the Coronet spaceport. When the Imperial recruiter asks him which branch is he interested in joining,

Han has no doubt. He wants to become a pilot. But not just any kind of pilot: His plan is to become the best pilot in the galaxy. Unfortunately, he is thrown out of the flight program for being an independent thinker—free-thinking and initiative cannot be encouraged inside the Empire and Han is therefore reassigned to the infantry. He soon finds himself

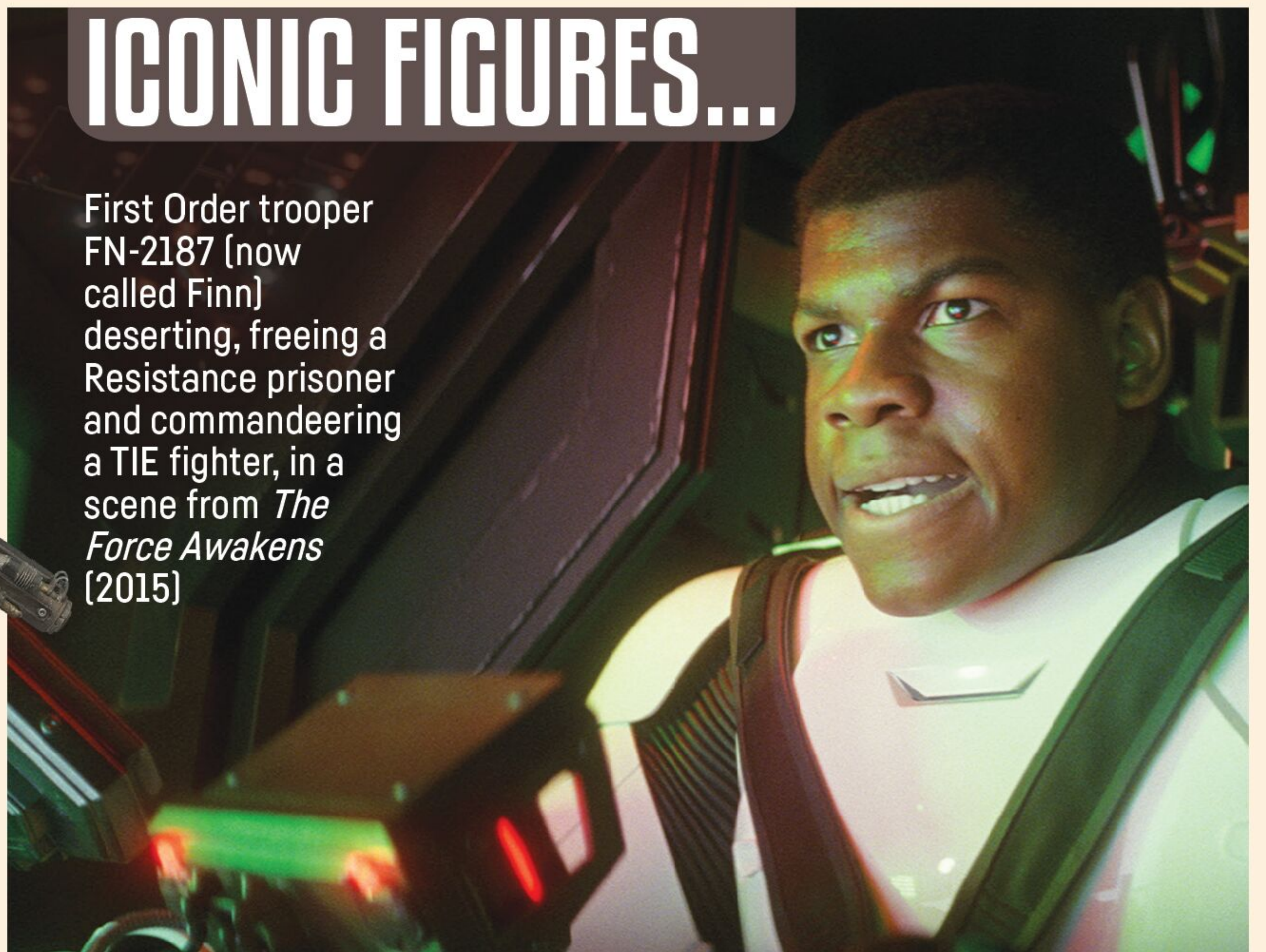
on the war-torn planet, Mimban, wearing mudtrooper armor. Han immediately realizes that surviving the battlefield is not easy: If he follows orders and does as he's told, he will die, just like his commanding officer, who is killed by the Mimbanese freedom fighters, in front of Han's eyes. The horror marks the end of his military career.



Han Solo, wearing the Imperial mudtroopers uniform.

ICONIC FIGURES...

First Order trooper FN-2187 (now called Finn) deserting, freeing a Resistance prisoner and commandeering a TIE fighter, in a scene from *The Force Awakens* (2015)



Stormtroopers are specialized corps with impressive battle skills, and that beneath their now-iconic white masks are real people—even unpredictable ones. In the opening scenes of *The Force Awakens*, the stormtroopers are very different from the ones we met in *A New Hope*. They're in the service of the First Order, which had kidnapped them as infants to make them tools of the military machine. They prove to be not only efficient and merciless,

but also so cruel that it pushes one of their numbers to join the Resistance. His name is FN-2187 (stormtroopers are not allowed to have an identity outside their identification number).

He's given a new name by pilot Poe Dameron: Finn. It's the first time we see a stormtrooper take off his helmet, and the first time we discover that the First Order soldiers' mental conditioning is not inescapable. Finn proves the existence of free will.



Patrol
Troopers



Mudtroopers



Range
Troopers

TO BRING PEACE

Equipped with different weapons and gears, the Imperial troops can be deployed on any planet or moon to serve the Emperor's will. Desertion, doubt or questioning authority is not tolerated among their ranks. Much like thinking with one's own head.

PATROL TROOPERS

They keep the streets of Corellia under control aboard their Imperial patrol speeders.

MUDTROOPERS

Sent to the inhospitable planet

Mimban, these soldiers fight against the local rebel forces—who are protecting their home to the last person, bravely giving their lives.

RANGE TROOPERS

Even on a cold and harsh planet like Vandor the Empire needs a garrison in defense of outposts and supplies. Wearing heavy armor to protect themselves from the elements, range troopers make sure the conveyex and the fuel it's carrying get to their destination.

Thanks to their magnetized boots, range troopers can patrol the outside of the train watching for thieves and hijackers.

SOLO

A STAR WARS STORY™





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STAR

WARS





THE MILLENNIUM FALCON



FASTER THAN

LIGHT



The first time Han sees the *Millennium Falcon* it's in a vehicle impound. Lando never mentioned it. He needs help to take care of the restraining boot that tethers the ship to the ground. Once the boot is removed, the *Falcon* can fly again.

Built by the Corellian Engineering Corporation (CEC), the *Millennium Falcon* is nothing like the other YT-1300 starships. Lando Calrissian spent two years restoring, retrofitting and adding features—a customized flux regulator and a wet bar, among others. Moreover, just like every other aspect of his life (especially his wardrobe), Lando takes great care of his ship, keeping it immaculate and shiny.

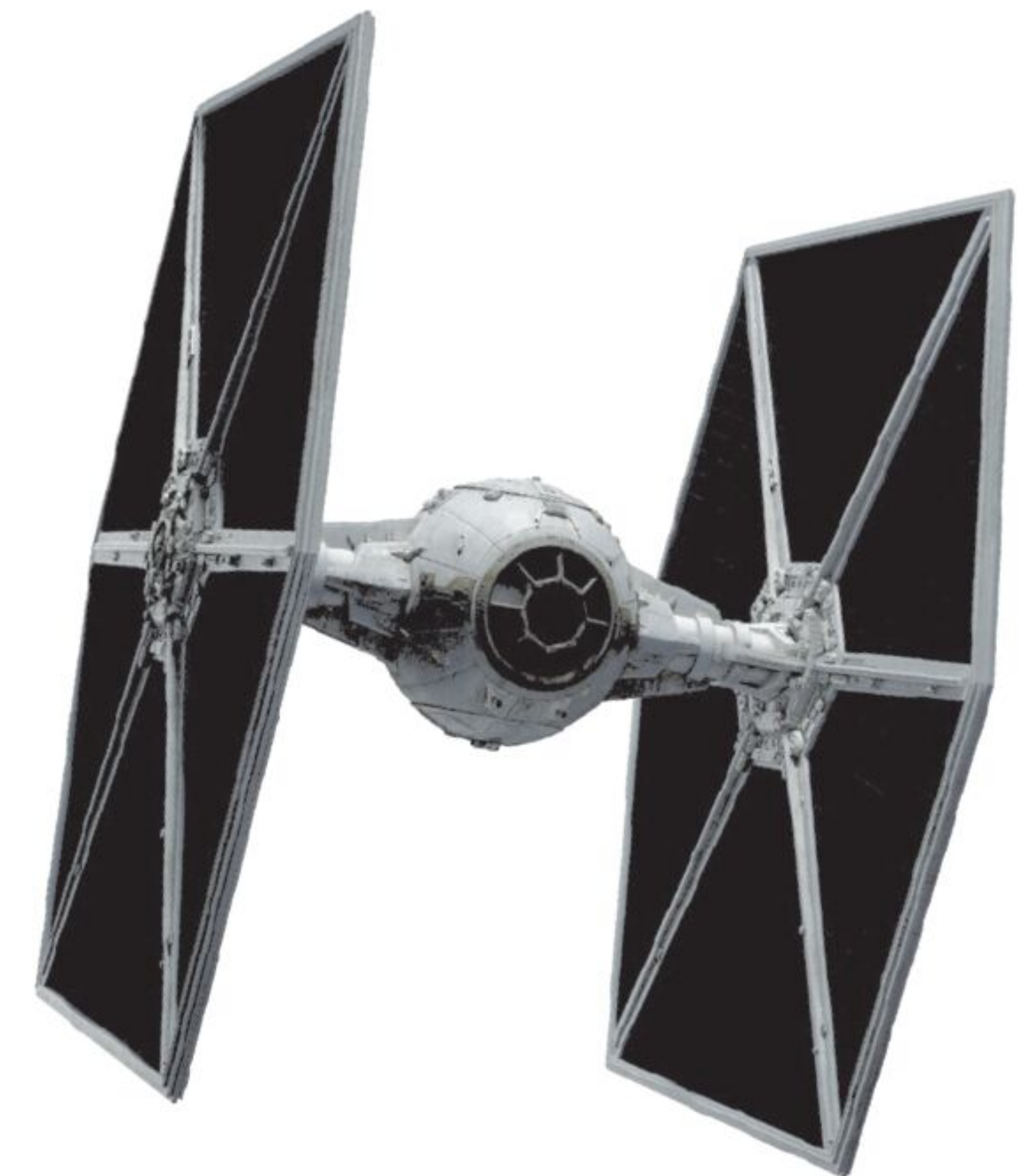
THE COCKPIT

Han has already been aboard a YT-1300 freighter. His father used to work in a CEC plant on Corellia and built ships like this one. One night he took his son, who was just six years old, into the yard and showed him the interior and cockpit. Han and his father both wanted to become pilots.





BEYOND FICTION...



When American space agency NASA opened new positions for young astronauts in 2015, it published “7 Reasons You Should Apply” based on *Star Wars*. For example: “Visit galaxies far, far away” and “Take robotic companions along for the ride.” But over the years, the space research and exploration sector has done much more than pay occasional homage to the technologies imagined by George Lucas: It has tried to make them reality.

For example, when billionaire inventor Elon Musk, the founder of Tesla, decided he wanted to start colonizing space, he used none other than *Star Wars* as a model and source of inspiration. In 2002, he founded Space Exploration Technologies Corp., known by the nickname SpaceX, and gave himself the ambitious goal of launching the initial service of flights to Mars. The company’s first series of rockets had a name taken directly from Lucas’ trilogy: *Falcon*, like the *Millennium Falcon*.

NASA itself has revealed the real-life existence of the propulsion technology for the Empire’s TIE fighters (image above). These light vehicles are not equipped with defensive shields or hyperdrives, but their speed and maneuverability are exceptional thanks to their engines—TIE is the acronym for Twin Ion Engines. The first real ion engine dates back to 1959, built by Harold Kaufman for NASA. Ion propulsion “uses electricity to produce plasma from xenon gas. In space, as the xenon ion beam rushes from the thruster, it propels the spacecraft in the opposite direction, leaving a trail of blue light behind it,” reads the NASA website.

THE LOUNGE

Part of the luxurious *Falcon* lounge, the Dejarik, or holochess, table (on the right) is where Lando Calrissian spends time with droid L3-37 or his guests. Dejarik is played on a board that projects holographic creatures: Each moves them to attack the opponent's pieces. Lando values the holochess game for a lesson that can be applied to his profession: in order to win you must learn to think five moves ahead.



When they reach the spice mines of Kessel, Qi'ra pretends to be working for a so-called Senior Vice Admiral to infiltrate the operations center and steal the unrefined coaxium—together with Han, Chewbacca, Beckett, Lando and L3. She is the first one to come down the boarding ramp, located under the lateral docking bay.

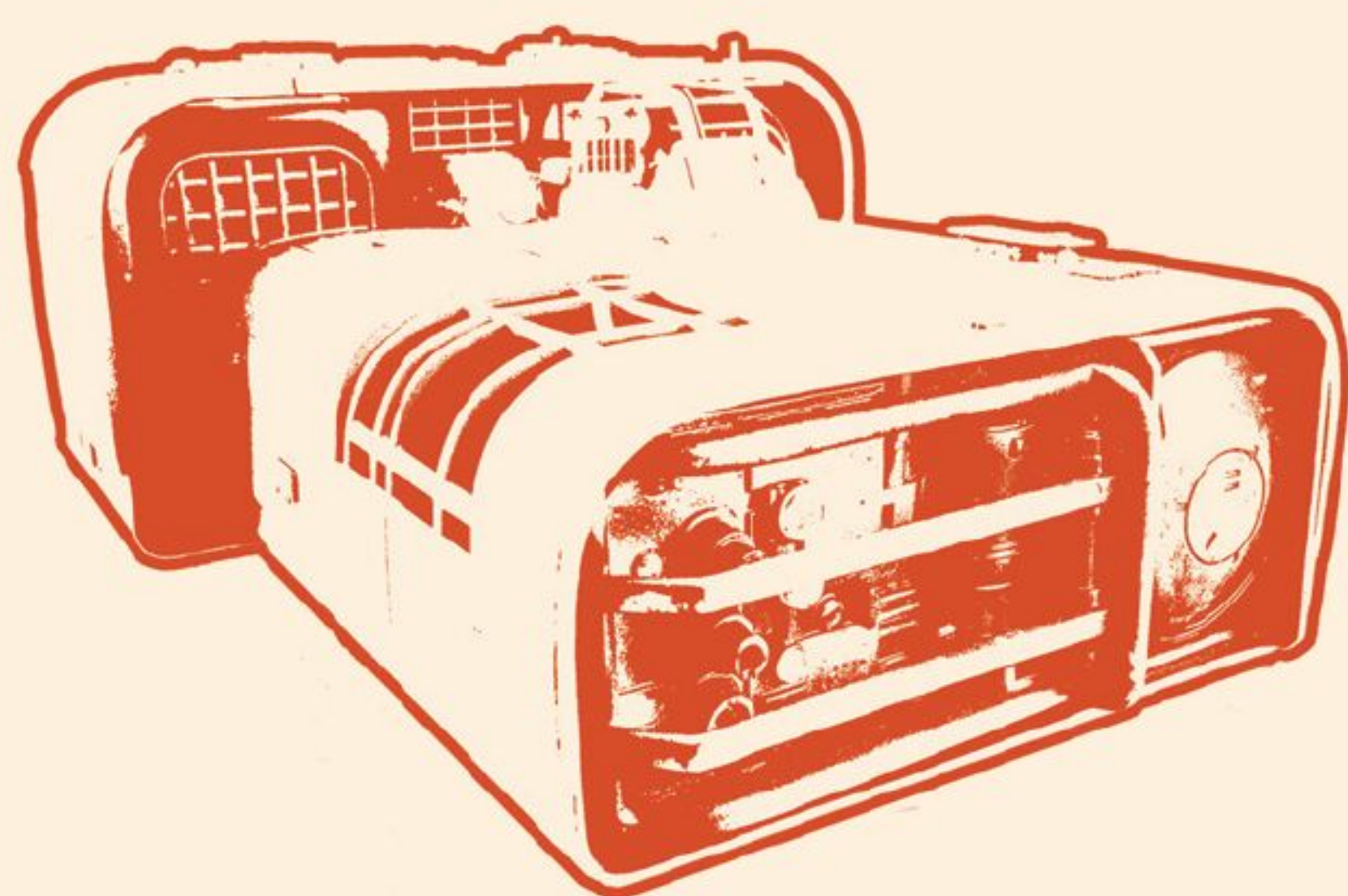




The first time Han flies the *Falcon* he asks Qi'ra to be his co-pilot. But she never went to a flight academy and doesn't know how to fly a space vessel like this one. Chewbacca does. As they soon find out, the two are a perfectly coordinated team.

NEVER FAST ENOUGH

Repulsorlift technology allows a craft to hover above the ground, even when it has come to a complete stop, while powerful turbine engines push it through the air. Many vehicles such as speeders, speeder bikes and starships utilize this technology.

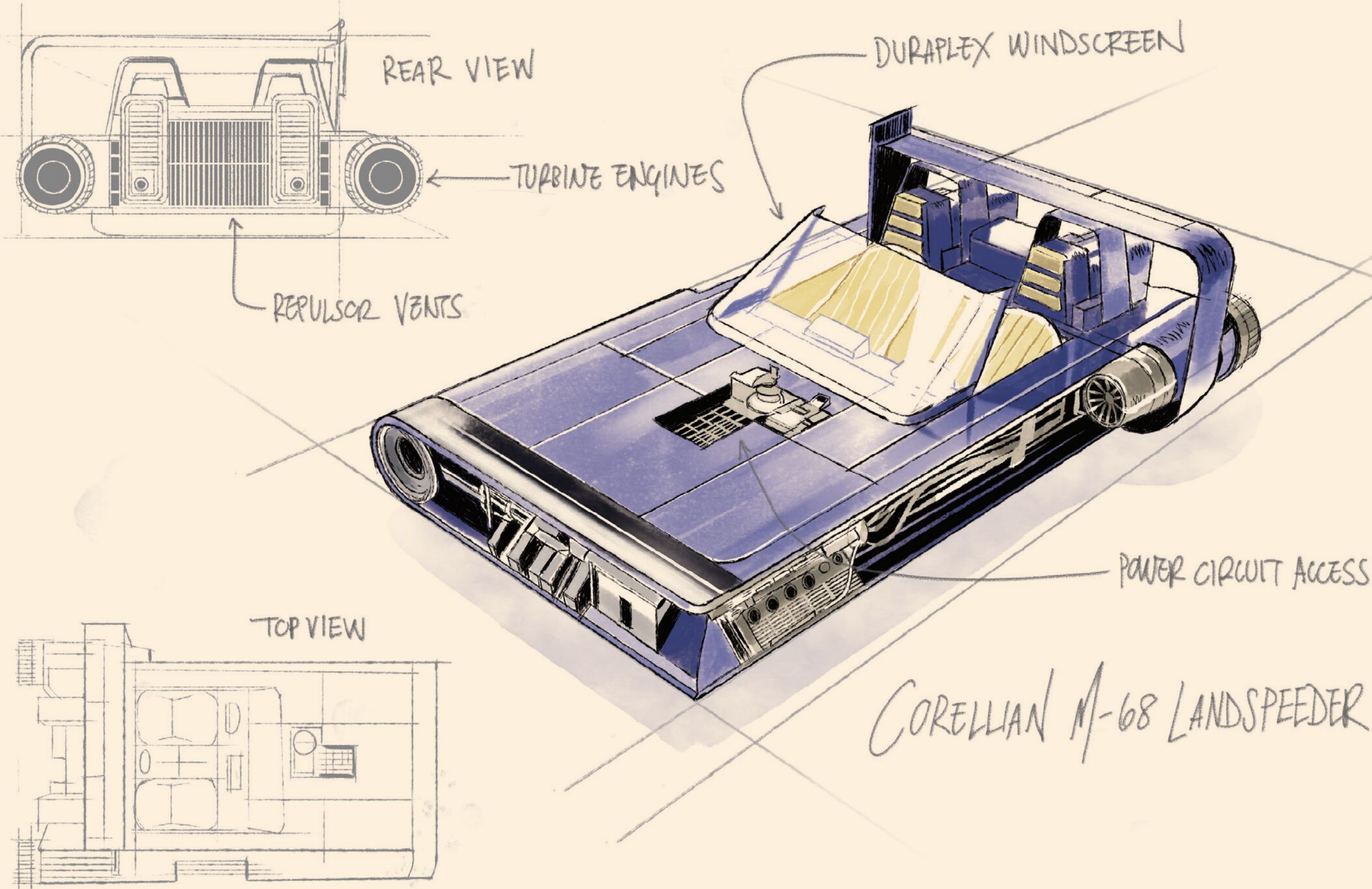


When the drop he was supposed to make goes wrong, Han has to run away as fast as he can. So he steals a speeder, but not just any speeder. Han steals the best one, the new M-68 landspeeder—one of the fastest on the market. The M-68 is the only vehicle that can outrun the patrol speeders of the Imperial patrol troopers and the industrial landspeeder driven by Han's masters, the White Worms. Sitting next to him, Qi'ra is his copilot, who gives him directions and shows him shortcuts to reach Coronet spaceport before their pursuers. But Han doesn't always listen to her directions: He wants to prove her that he knows what he's doing. But he actually doesn't.

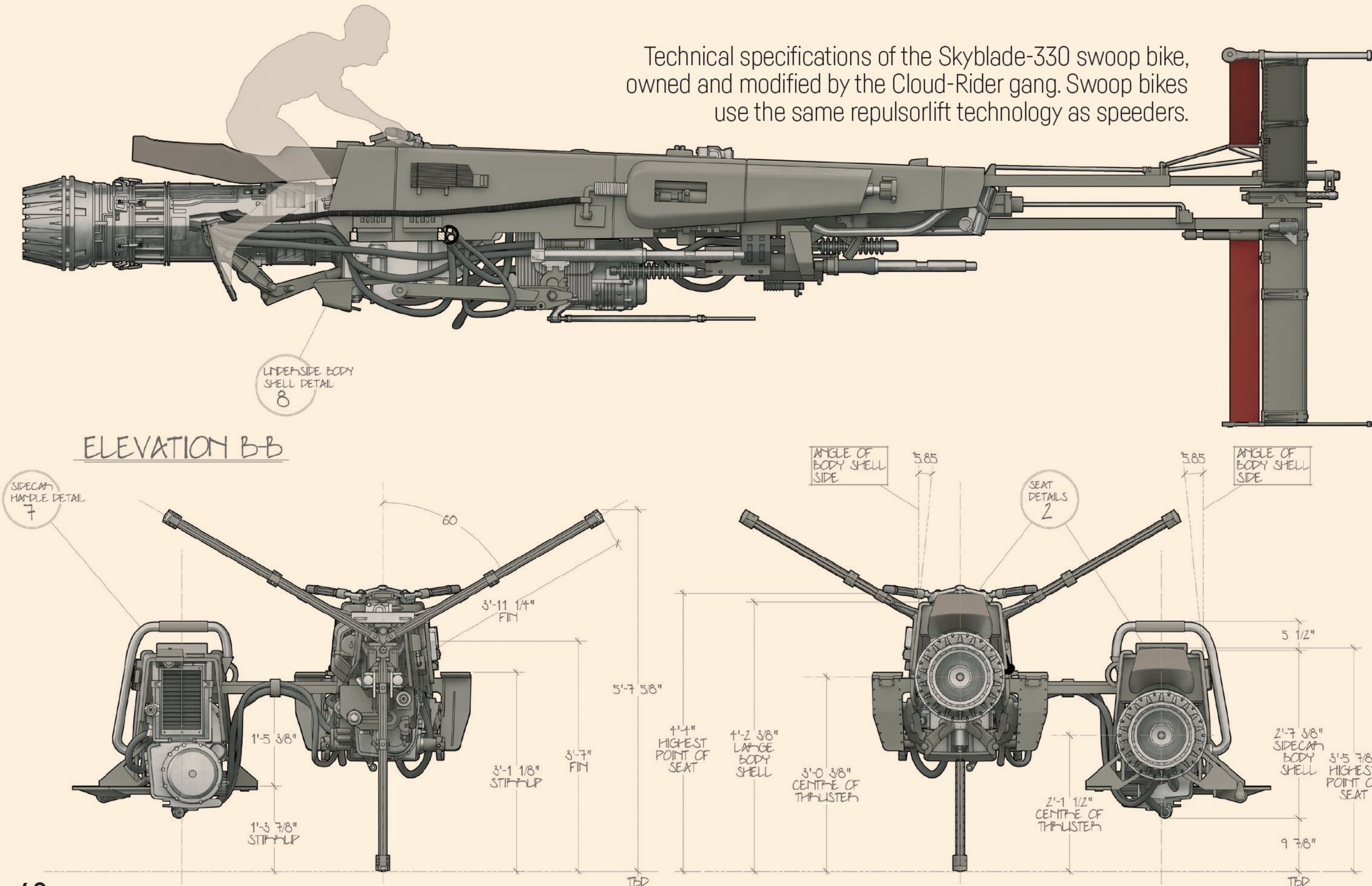
Life on Corellia isn't easy. Scrumrats must steal to survive, but they also must avoid being captured by the Imperial patrol units.



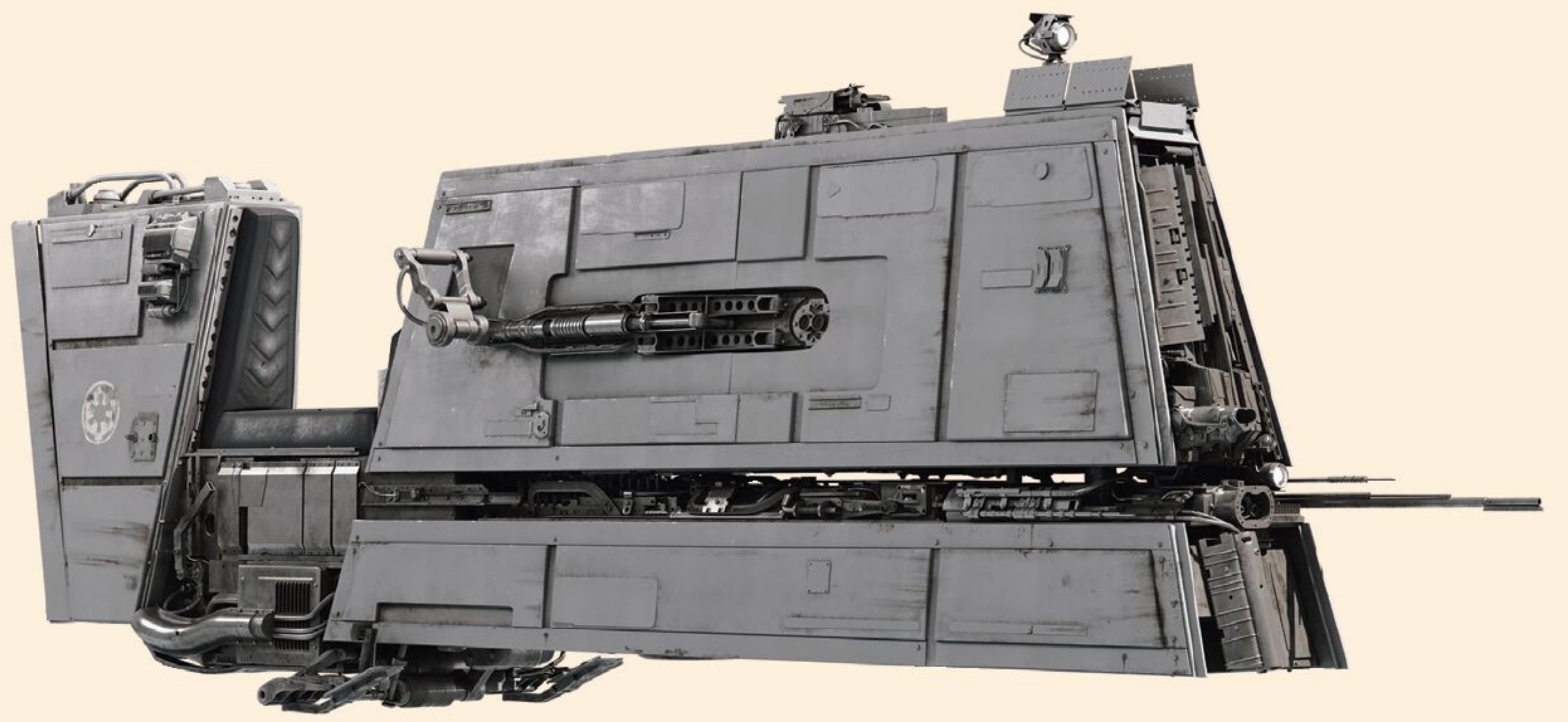
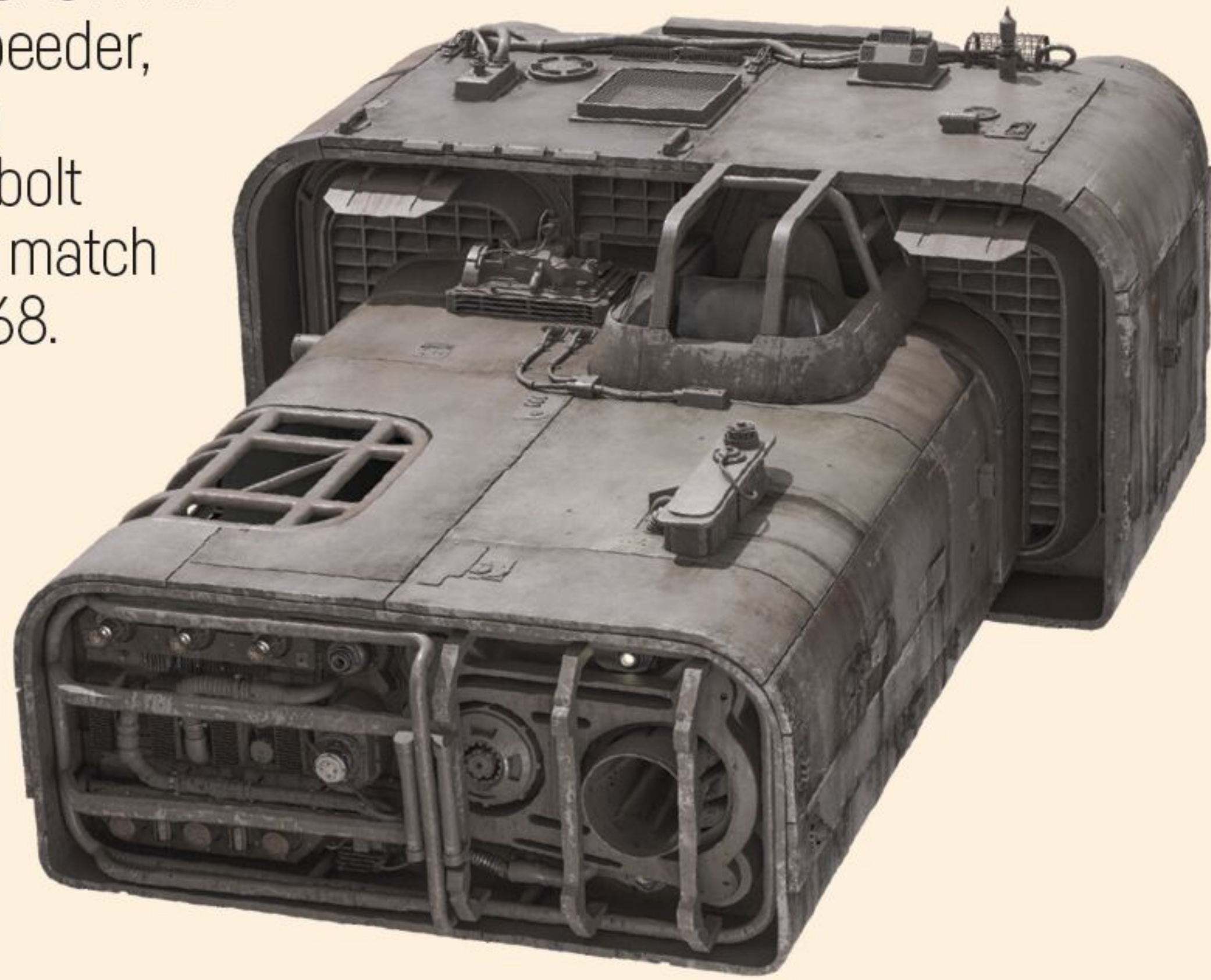
Technical specifications of the Corellian M-68 landspeeder, the one Han steals, can reach a speed of 225 kph.



Technical specifications of the Skyblade-330 swoop bike, owned and modified by the Cloud-Rider gang. Swoop bikes use the same repulsorlift technology as speeders.



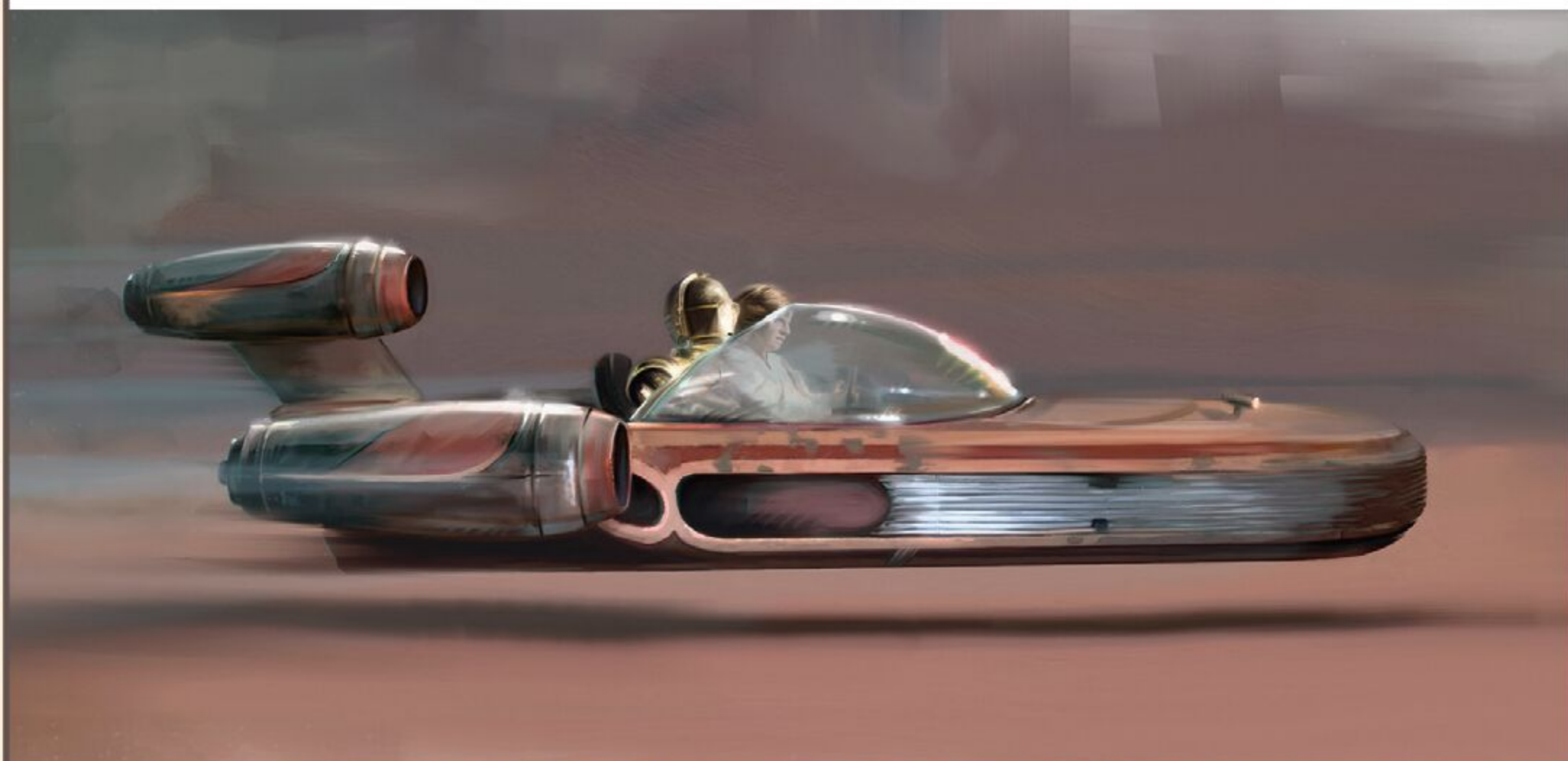
Driving a Trast Heavy Transports A-A4B truckspeeder, Moloch and Rebolt cannot match the M-68.



The small Imperial patrol speeders, built by Aratech Repulsor Company, are best suited for the narrow streets of Corellia

MORE SPEEDERS...

Repulsorlift vehicles and speeders from a multitude of manufacturers, such as Aratech, Voltec and Vulptereen, are commonly seen on planets and spaceports throughout the galaxy, from Core worlds to the Outer Rim territories. Some are used as workhorse vehicles, while others are used for military operations. There are even speeders that are modified and used by criminal organizations as well as sporting thrill-seekers, where one false move can lead to an untimely demise.



Luke's X-34 Landspeeder (*A New Hope*)

Built for neither combat nor speed, Luke's X-34 is considered a basic-model vehicle. While on Tatooine, Luke put his speeder to good use, whether to run errands for his uncle, to use to get around the moisture farm to check on the working condition of moisture vaporators, or to visit his friends at Tosche Station. Luke sold his speeder prior to leaving Tatooine to help pay Han Solo for part of the cost of his and Obi-Wan Kenobi's journey to Alderaan.



Imperial Speeder Bike (*Return of the Jedi*)

Speeder bikes, such as the 74-Z, were first used by the Republic during the Clone Wars in the struggle against the Separatist droid armies. During the time of the Galactic Empire these vehicles continue to be used by the Imperials, thanks to their speed and maneuverability across various terrain, for patrols and scouting missions on various planets across the galaxy.



Rey's Speeder (*The Force Awakens*)

While living on Jakku, Rey built her own custom speeder out of spare parts she found in the Starship Graveyard. Rey uses her speeder to collect and haul equipment from scavenged ships to take to Niima Outpost in exchange for food. It is a hybrid vehicle that features characteristics of both speeder bikes and swoop bikes, and is incredibly fast.

RON HOWARD

Ron Howard, born March 1, 1954, has been a fan of *Star Wars* ever since he first saw *A New Hope* in 1977.

RON HOWARD TAKES HIS SHOT

Ron Howard, director of *Solo: A Star Wars Story*, is one of the most prolific creators in Hollywood. He has had a successful career filled with awards and accolades, where he has distinguished himself as an actor, director, screenwriter, and producer. But since the beginning of his career, Ron has also had a special connection with the universe of *Star Wars* and its creator, George Lucas.

“I’ve been around the *Star Wars* universe from the beginning,” Ron Howard shared in an interview conducted during the Cannes Festival last year. “When I was being directed by George Lucas on *American Graffiti* in 1972, we were standing out in front of Mel’s Drive-In in San Francisco where we were shooting and I said, ‘Do you know what you think your next film might be?’ And he said, ‘Yeah, I want to do a science-fiction movie, but a really fun one like *Flash Gordon* with the effects of Stanley Kubrick’s *2001*.’ I thought, ‘That sounds like a kind of crazy idea.’”

Five years later Ron found out that “fun” film was *Star Wars*, and he waited in line with his wife for two hours to see *A New Hope* at the cinema. Not only that: he liked it so much that at the end of the showing he got back in line for another 90 minutes to watch it again.

In June 2017, a little more than 40 years later, Ron was hired to step in and assume directing duties of the film about Han Solo’s youth. When he was appointed to helm *Solo: A Star Wars Story*, Ron made the following announcement on Twitter: “I’m beyond grateful to add my voice to the *Star Wars* Universe after being a fan since 5/25/77. I hope to honor the great work already done & help deliver on the promise of a Han Solo film.”

Once the additional shooting was done, Kathleen Kennedy, the president of Lucasfilm, commented on Ron’s involvement in the film by declaring in an interview for the *Star Wars Show*—a series of behind-the-scenes videos produced by StarWars.com—“We’ve never worked together but we’ve known each other a long time. And I think what Ron brought to the movie has just been wonderful, and he’s so good with actors because that’s something he’s done his entire life.”

Sure enough, cinema has run strong in Ron’s veins since his childhood. Born in 1954 in Oklahoma, Ron is the son of Jean Speegle Howard, an actress, and Rance Howard, also a director, screenwriter, and actor. At a very young age, Ron was earning small roles in different TV series until he became one of the main characters on the *Andy Griffith Show* in 1960. In 1973 George Lucas picked him to play Steve Bolander, one of the four leads in his masterpiece *American Graffiti*. This role opened the doors for him to become Richie Cunningham, the “nice guy” from the famous, beloved TV series *Happy Days*. Before leaving the legendary series in

1980, Ron made his directorial debut in 1977 on a low-budget film called *Grand Theft Auto*.

In 1982 he directed Michael Keaton, Shelley Long, and Henry Winkler in the film *Night Shift*, a big success that paved the way for other high-publicity films like *Splash* in 1984 (which would launch Tom Hanks’s career), the sci-fi film *Cocoon* in 1985, and the fantasy film *Willow*, a story written by George Lucas whose protagonist was Warwick Davis, who also played Wicket the Ewok in *Return of the Jedi*.

Following these were *Apollo 13* [1995], *A Beautiful Mind* [2001], *The Da Vinci Code* [2006], *Angels & Demons* [2009], and *Inferno* [2016].

Solo: A Star Wars Story is Ron’s latest challenge. A challenge that has allowed him to act as director in a saga that captivated him, like us, when he was just a spectator at the cinema all those years ago.



CONCEPT ART &

Take a look at the world of *Solo: A Star Wars Story* as imagined by the concept artists team to inspire the look and mood of the film, and discover the amazing costumes worn by the actors during filming.



Running away from the patrol stormtroopers and the White Worms through the streets of Corellia.
Art by Patrick Faulwetter.

COSTUMES



Young Han and Qi'ra mix with the crowd of emigrants at the Coronet spaceport. Art by Adam Brockbank.



Young Han faces Lady Proxima in her underground lair. Art by Luke Fisher.

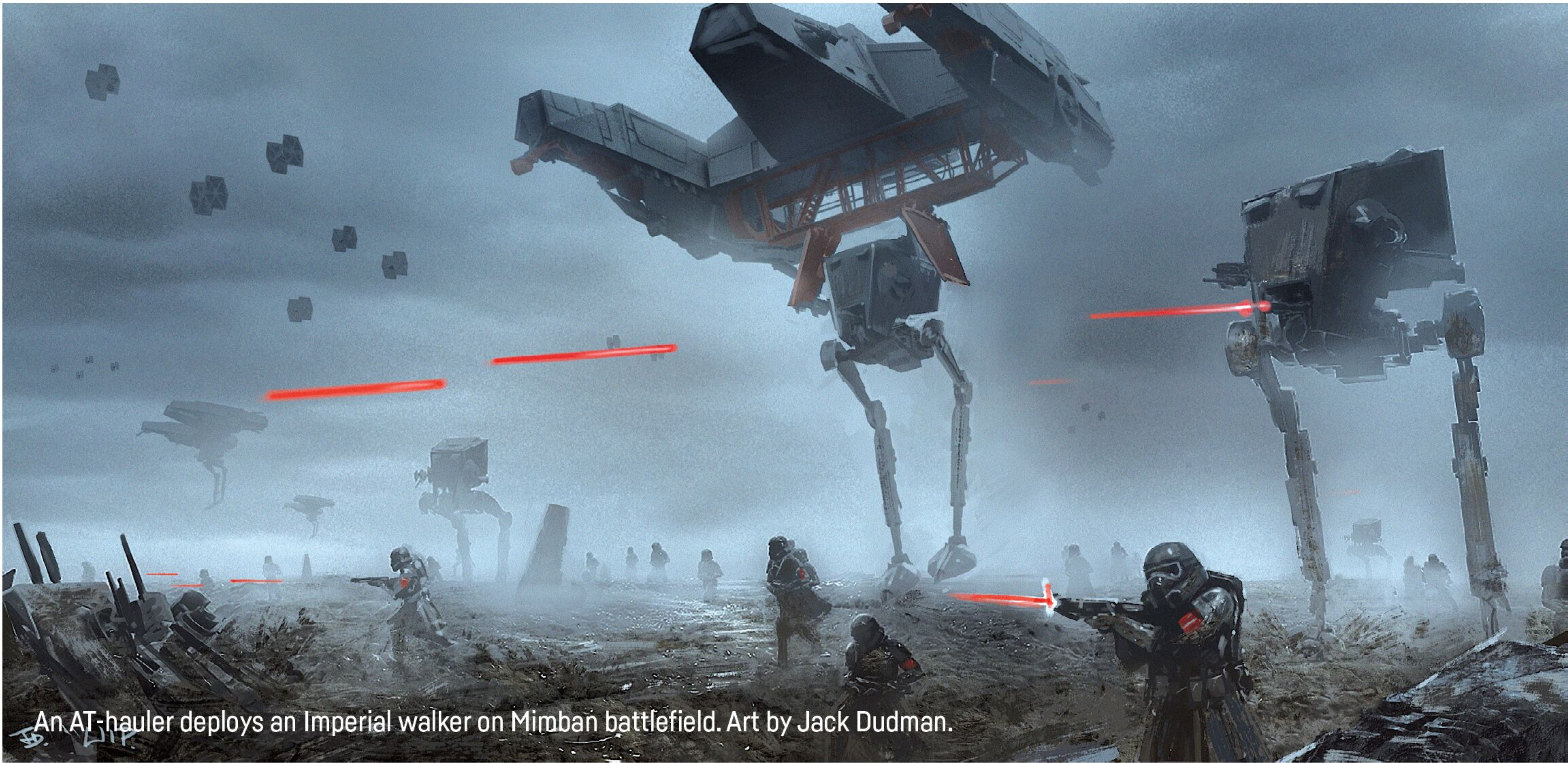


Concept art for
young Qi'ra.
Art by Adam
Brockbank (left).

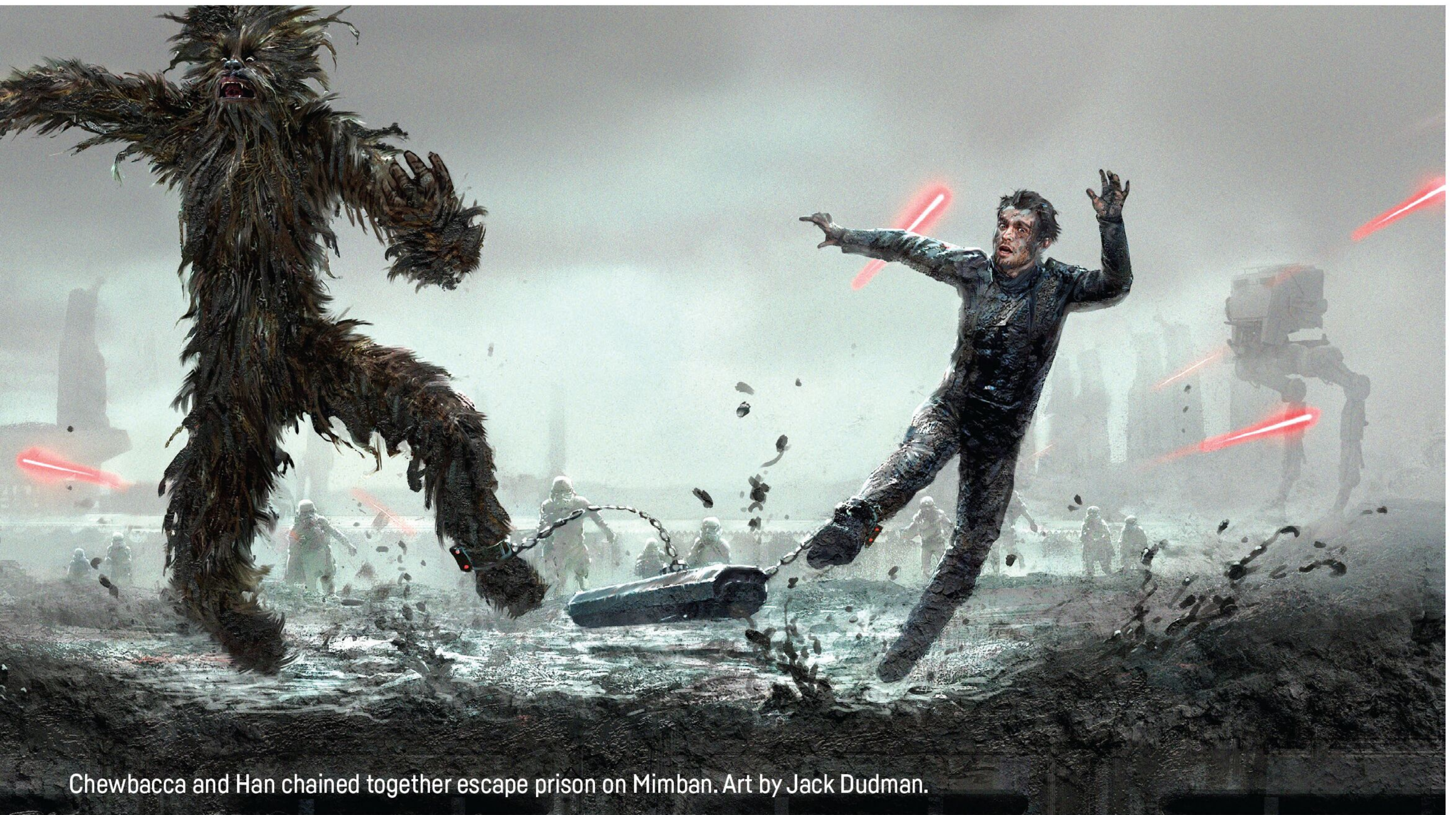
Young Qi'ra's
costume worn
by actress Emilia
Clarke (right).



Actor Woody
Harrelson
wearing
Beckett's
Imperial
uniform (left).



An AT-hauler deploys an Imperial walker on Mimban battlefield. Art by Jack Dudman.



Chewbacca and Han chained together escape prison on Mimban. Art by Jack Dudman.



Chewbacca covered in mud as imagined. Art by James Clyne (left).

Mimbanese fighters costumes (right).



Enfys Nest trying to steal the coaxium from the conveyex on Vandor. Art by Adam Brockbank.



Chewbacca and Han are ready to uncouple the cars of the conveyex. Art by Molly Sole and James Clyne.

Chewbacca and Han become friends with Rio, Val and Beckett on Vandor. Art by Matt Allsopp, Will Htay and James Clyne.



Actor Alden Ehrenreich wearing Han's costume for the train heist (below left).
Actress Thandie Newton wearing Val's costume (below middle). Enfys Nest's costume (below right).



Elite guests aboard Crimson Dawn luxury star yacht at Fort Ypsa. Art by Adam Brockbank.



Costume of the singer performing for the guests (left).
Costume of Six Eyes, one of the patrons at the Lodge (right).





Qi'ra's Crimson Dawn concept costume. Art by Glyn Dillon (left).

Actress Emilia Clarke wearing the actual costume (right).

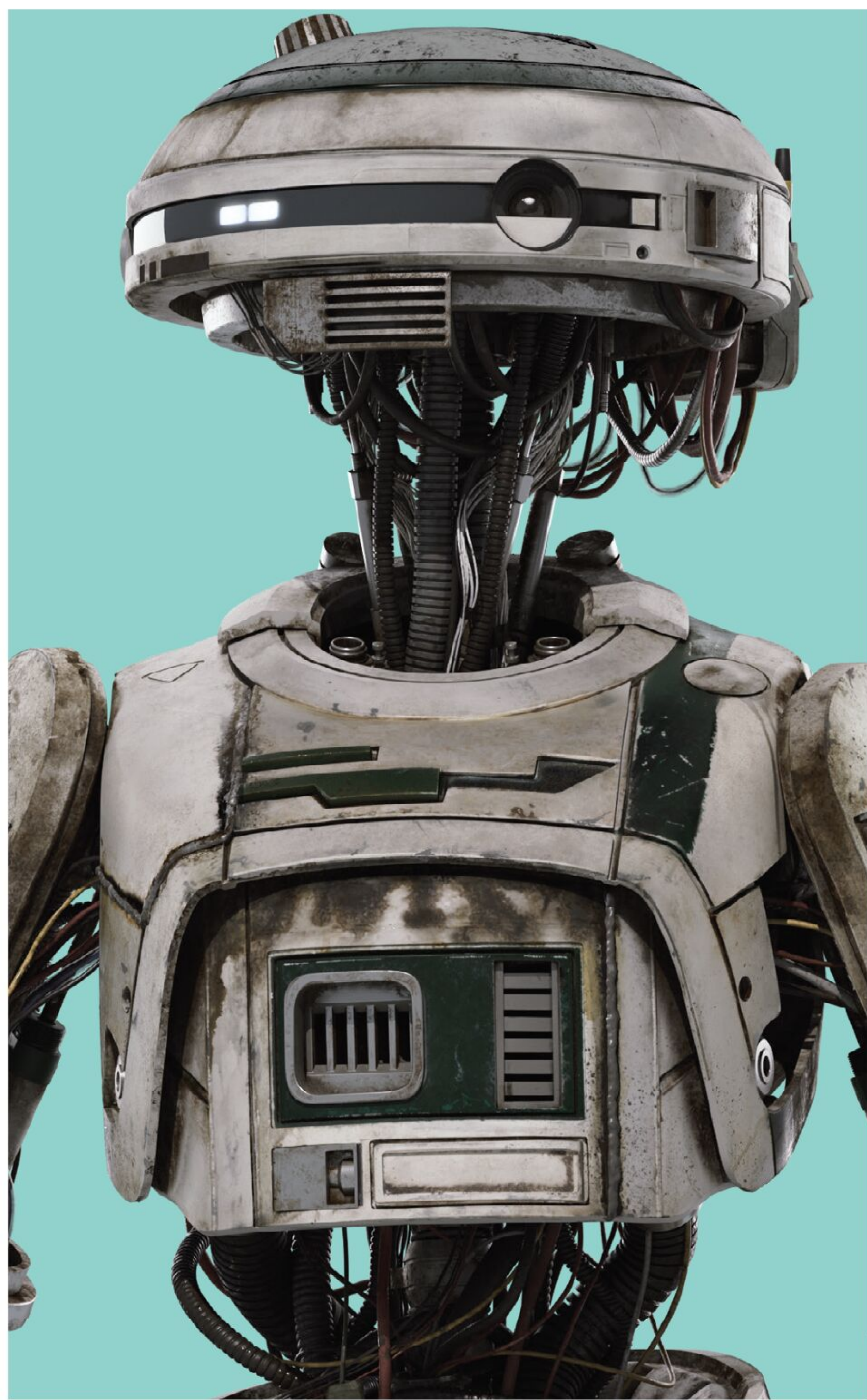


Han Solo and Lando Calrissian playing Sabacc at the Lodge. Art by Jon McCoy.



Actor Donald Glover wearing one of many Lando's costumes (left).

L3-37 mechanical unit (right).

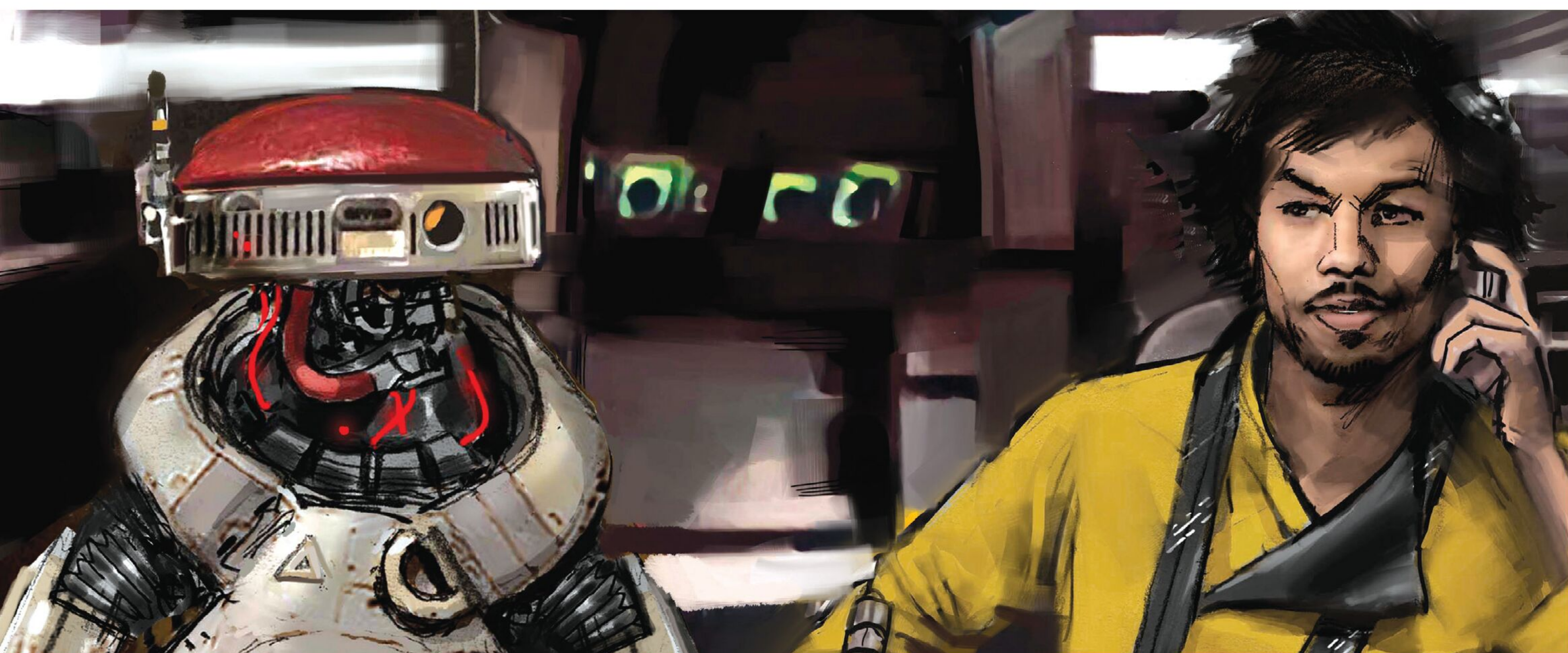




Lando Calrissian welcomes Han Solo and Chewbacca aboard the *Millennium Falcon*. Art by Jack Dudman.



The *Millennium Falcon* flies through the Akkadese Maelstrom, heading for Kessel. Art by Will Htay.



L3 [early design] and Lando piloting the *Falcon*. Art by Glyn Dillon.



A special version of the Imperial TIE fighter attacking. Art by James Clyne.

